Acidic Sliver
{B}{R}
Creature -- Sliver
2/2
All Slivers have "{2}, Sacrifice this creature: This creature deals
2 damage to target creature or player."

Amok
{1}{R}
Enchantment
{1}, Discard a card at random from your hand: Put a +1/+1 counter on
target creature.

Awakening
{2}{G}{G}
Enchantment
At the beginning of each player's upkeep, all players untap all
creatures and lands they control.

Bandage
{W}
Instant
Prevent the next 1 damage that would be dealt to target creature or
player this turn.
Draw a card.

Bottomless Pit
{1}{B}{B}
Enchantment
At the beginning of each player's upkeep, that player discards a
card at random from his or her hand.

Brush with Death
{2}{B}
Sorcery
Buyback {2}{B}{B} #(If you pay an additional #{2}{B}{B}# as you play
this spell, put it into your hand instead of your graveyard as part
of the spell's resolution.)#
Target opponent loses 2 life. You gain 2 life.

Bullwhip
{4}
Artifact
{2}, {T}: Bullwhip deals 1 damage to target creature. That creature
attacks this turn if able.

Burgeoning
{G}
Enchantment
Whenever an opponent plays a land, you may put a land card from your
hand into play.

Calming Licid

{2}{W}
Creature —— Licid
2/2
{W}, {T}: Calming Licid loses all abilities, becomes an enchant
creature enchanting target creature, and gains "Enchanted creature
can't attack" and "{W}: End the effect that created this ability."

Cannibalize
{1}{B}
Sorcery
Choose a player and two target creatures that player controls. You
remove one from the game and put two +1/+1 counters on the other.

Carnassid
{4}{G}{G}
Creature —— Beast
5/4
Trample
{1}{G}: Regenerate Carnassid.

Change of Heart
{W}
Instant
Buyback {3} #(If you pay an additional #{3}# as you play this spell,
put it into your hand instead of your graveyard as part of the
spell's resolution.)#
Target creature can't attack this turn.

Cloud Spirit
{2}{U}
Creature —— Spirit
3/1
Flying
Cloud Spirit may block only creatures with flying.

Constant Mists
{1}{G}
Instant
Buyback——Sacrifice a land. #(If you sacrifice a land in addition to
any other costs as you play this spell, put Constant Mists into your
hand instead of your graveyard as part of the spell's resolution.)#
Prevent all combat damage that would be dealt this turn.

Contemplation
{1}{W}{W}
Enchantment
Whenever you play a spell, you gain 1 life.

Contempt
{1}{U}
Enchant Creature
Whenever enchanted creature attacks, return it and Contempt to their
owners' hands at end of combat.

Conviction
{1}{W}
Enchant Creature
Enchanted creature gets +1/+3.
{W}: Return Conviction to its owner's hand.

Convulsing Licid
{2}{R}
Creature -- Licid
2/2
{R}, {T}: Convulsing Licid loses all abilities, becomes an enchant
creature enchanting target creature, and gains "Enchanted creature
can't block" and "{R}: End the effect that created this ability."

Corrupting Licid
{2}{B}
Creature -- Licid
2/2
{B}, {T}: Corrupting Licid loses all abilities, becomes an enchant
creature enchanting target creature, and gains "Enchanted creature
has fear" and "{B}: End the effect that created this ability." #(The
enchanted creature can't be blocked except by artifact creatures
and/or black creatures.)#

Craven Giant
{2}{R}
Creature -- Giant
4/1
Craven Giant can't block.

Crossbow Ambush
{G}
Instant
Creatures you control may block as though they had flying this turn.

Crovax the Cursed
{2}{B}{B}
Creature -- Vampire Legend
0/0
Crovax the Cursed comes into play with four +1/+1 counters on it.
At the beginning of your upkeep, you may sacrifice a creature. If
you do, put a +1/+1 counter on Crovax. If you don't, remove a +1/+1
counter from Crovax.
{B}: Crovax gains flying until end of turn.

Crystalline Sliver
{W}{U}
Creature -- Sliver
2/2
Slivers can't be the targets of spells or abilities.

Dauthi Trapper
{2}{B}
Creature -- Minion

1/1
{T}: Target creature gains shadow until end of turn. #(This creature
may block or be blocked by only creatures with shadow.)#

Death Stroke
{B}{B}
Sorcery
Destroy target tapped creature.

Dream Halls
{3}{U}{U}
Enchantment
Rather than pay the mana cost for a nonartifact spell, its
controller may discard a card from his or her hand that shares a
color with that spell. If the spell has {X} in its mana cost, X is
0.

Dream Prowler
{2}{U}{U}
Creature —— Illusion
1/5
Dream Prowler is unblockable as long as it's attacking alone.

Duct Crawler
{R}
Creature —— Insect
1/1
{1}{R}: Target creature can't block Duct Crawler this turn.

Dungeon Shade
{3}{B}
Creature —— Spirit
1/1
Flying
{B}: Dungeon Shade gets +1/+1 until end of turn.

Elven Rite
{1}{G}
Sorcery
Distribute two +1/+1 counters among one or two target creatures.

Endangered Armodon
{2}{G}{G}
Creature —— Elephant
4/5
When you control a creature with toughness 2 or less, sacrifice
Endangered Armodon.

Ensnaring Bridge
{3}
Artifact
Creatures with power greater than the number of cards in your hand
can't attack.

Evacuation
{3}{U}{U}
Instant
Return all creatures to their owners' hands.

Fanning the Flames
{X}{R}{R}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell,
put it into your hand instead of your graveyard as part of the
spell's resolution.)#
Fanning the Flames deals X damage to target creature or player.

Flame Wave
{3}{R}{R}{R}{R}
Sorcery
Flame Wave deals 4 damage to target player and each creature he or
she controls.

Fling
{1}{R}
Instant
As an additional cost to play Fling, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to
target creature or player.

Flowstone Blade
{R}
Enchant Creature
{R}: Enchanted creature gets +1/-1 until end of turn.

Flowstone Hellion
{4}{R}
Creature -- Beast
3/3
Haste #(This creature may attack and #{T}# the turn it comes under
your control.)#
{0}: Flowstone Hellion gets +1/-1 until end of turn.

Flowstone Mauler
{4}{R}{R}
Creature -- Beast
4/5
Trample
{R}: Flowstone Mauler gets +1/-1 until end of turn.

Flowstone Shambler
{2}{R}
Creature -- Beast
2/2
{R}: Flowstone Shambler gets +1/-1 until end of turn.

Foul Imp
{B}{B}

Creature -- Imp
2/2
Flying
When Foul Imp comes into play, you lose 2 life.

Furnace Spirit
{2}{R}
Creature -- Spirit
1/1
Haste #(This creature may attack and #{T}# the turn it comes under
your control.)#
{R}: Furnace Spirit gets +1/+0 until end of turn.

Gliding Licid
{2}{U}
Creature -- Licid
2/2
{U}, {T}: Gliding Licid loses all abilities, becomes an enchant
creature enchanting target creature, and gains "Enchanted creature
has flying" and "{U}: End the effect that created this ability."

Grave Pact
{1}{B}{B}{B}
Enchantment
Whenever a creature you control is put into a graveyard from play,
each other player sacrifices a creature.

Hammerhead Shark
{1}{U}
Creature -- Fish
2/3
Hammerhead Shark can't attack unless defending player controls an
island.

Heartstone
{3}
Artifact
Creatures' activated abilities cost {1} less to play. If this would
make an ability cost 0 or less mana to play, it costs {1}, plus any
nonmana costs.

Heat of Battle
{1}{R}
Enchantment
Whenever a creature blocks, Heat of Battle deals 1 damage to that
creature's controller.

Hermit Druid
{1}{G}
Creature -- Druid
1/1
{G}, {T}: Reveal cards from the top of your library until you reveal
a basic land card. Put that card into your hand and all other cards
revealed this way into your graveyard.

Hesitation
{1}{U}
Enchantment
When a spell is played, sacrifice Hesitation. If you do, counter
that spell.

Hibernation Sliver
{U}{B}
Creature -- Sliver
2/2
All Slivers have "Pay 2 life: Return this creature to its owner's
hand."

Hidden Retreat
{2}{W}
Enchantment
Put a card from your hand on top of your library: Prevent all damage
that would be dealt by target instant or sorcery spell this turn.

Honor Guard
{W}
Creature -- Soldier
1/1
{W}: Honor Guard gets +0/+1 until end of turn.

Horn of Greed
{3}
Artifact
Whenever a player plays a land, that player draws a card.

Hornet Cannon
{4}
Artifact
{3}, {T}: Put a 1/1 Hornet artifact creature token with flying and
haste into play. Destroy that creature at end of turn. #(It may
attack and #{T}# the turn it comes under your control.)#

Intruder Alarm
{2}{U}
Enchantment
Creatures don't untap during their controllers' untap steps.
Whenever a creature comes into play, untap all creatures.

Invasion Plans
{2}{R}
Enchantment
All creatures block each turn if able.
Instead of the defending player, the attacking player chooses how
each creature blocks.

Jinxed Ring
{2}
Artifact

Whenever a card is put into your graveyard from play, Jinxed Ring
deals 1 damage to you.
Sacrifice a creature: Target opponent gains control of Jinxed Ring.
#(This effect doesn't end at end of turn.)#

Lab Rats
{B}
Sorcery
Buyback {4} #(If you pay an additional #{4}# as you play this spell,
put it into your hand instead of your graveyard as part of the
spell's resolution.)#
Put a 1/1 black Rat creature token into play.

Lancers en-Kor
{3}{W}{W}
Creature -- Soldier
3/3
Trample
{0}: The next 1 damage that would be dealt to Lancers en-Kor this
turn is dealt to target creature you control instead.

Leap
{U}
Instant
Target creature gains flying until end of turn.
Draw a card.

Lowland Basilisk
{2}{G}
Creature -- Basilisk
1/3
Whenever Lowland Basilisk deals damage to a creature, destroy that
creature at end of combat.

Mana Leak
{1}{U}
Instant
Counter target spell unless its controller pays {3}.

Mask of the Mimic
{U}
Instant
As an additional cost to play Mask of the Mimic, sacrifice a
creature.
Search your library for a card with the same name as target creature
card in play and put that card into play. Then shuffle your library.

Megrim
{2}{B}
Enchantment
Whenever an opponent discards a card from his or her hand, Megrim
deals 2 damage to that player.

Mind Games

{U}
Instant
Buyback {2}{U} #(If you pay an additional #{2}{U}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's effect.)#
Tap target artifact, creature, or land.

Mind Peel
{B}
Sorcery
Buyback {2}{B}{B} #(If you pay an additional #{2}{B}{B}# as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Target player discards a card from his or her hand.

Mindwarper
{2}{B}{B}
Creature —— Spirit
0/0
Mindwarper comes into play with three +1/+1 counters on it.
{2}{B}, Remove a +1/+1 counter from Mindwarper: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Mob Justice
{1}{R}
Sorcery
Mob Justice deals to target player damage equal to the number of creatures you control.

Mogg Bombers
{3}{R}
Creature —— Goblin
3/4
When another creature comes into play, sacrifice Mogg Bombers. If you do, it deals 3 damage to target player.

Mogg Flunkies
{1}{R}
Creature —— Goblin
3/3
Mogg Flunkies can't attack or block alone.

Mogg Infestation
{3}{R}{R}
Sorcery
Destroy all creatures target player controls. For each creature put into a graveyard this way, put two 1/1 red Goblin creature tokens into play under that player's control.

Mogg Maniac
{1}{R}
Creature —— Goblin
1/1

Whenever Mogg Maniac is dealt damage, it deals that much damage to target opponent.

Morgue Thrull
{2}{B}
Creature —— Thrull
2/2
Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard.

Mortuary
{3}{B}
Enchantment
Whenever a creature is put into your graveyard from play, put that card on top of your library.

Mox Diamond
{0}
Artifact
As an additional cost to play Mox Diamond, discard a land card from your hand.
{T}: Add one mana of any color to your mana pool.

Mulch
{1}{G}
Sorcery
Reveal the top four cards of your library. Put all land cards revealed this way into your hand and all other cards revealed this way into your graveyard.

Nomads en—Kor
{W}
Creature —— Soldier
1/1
{0}: The next 1 damage that would be dealt to Nomads en—Kor this turn is dealt to target creature you control instead.

Overgrowth
{2}{G}
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds {G}{G} to his or her mana pool.

Portcullis
{4}
Artifact
Whenever a creature comes into play, if there are two or more other creatures in play, remove that creature from the game.
When Portcullis leaves play, return to play under their owners' control all creatures removed from the game with Portcullis.

Primal Rage
{1}{G}
Enchantment

Creatures you control have trample.

Provoke
{1}{G}
Instant
Untap target creature you don't control. That creature blocks this turn if able.
Draw a card.

Pursuit of Knowledge
{3}{W}
Enchantment
If you would draw a card, you may put a study counter on Pursuit of Knowledge instead.
Remove three study counters from Pursuit of Knowledge, Sacrifice Pursuit of Knowledge: Draw seven cards.

Rabid Rats
{1}{B}
Creature —— Rat
1/1
{T}: Target blocking creature gets −1/−1 until end of turn.

Ransack
{3}{U}
Sorcery
Look at the top five cards of target player's library. Put any number of them on the bottom of that library in any order and the rest on top of the library in any order.

Rebound
{1}{U}
Instant
Change the target of target spell with a single target if that target is a player. The new target must be a player.

Reins of Power
{2}{U}{U}
Instant
Untap all creatures. You and target opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn. #(They may attack and #{T}# this turn.)#

Revenant
{4}{B}
Creature —— Spirit
/
Flying
Revenant's power and toughness are each equal to the number of creature cards in your graveyard.

Rolling Stones
{1}{W}

Enchantment
Walls may attack as though they weren't Walls.

Ruination
{3}{R}
Sorcery
Destroy all nonbasic lands.

Sacred Ground
{1}{W}
Enchantment
Whenever a spell or ability an opponent controls causes a land to be
put into your graveyard from play, return that land to play.

Samite Blessing
{W}
Enchant Creature
Enchanted creature has "{T}: The next time a source of your choice
would deal damage to target creature this turn, prevent that
damage."

Scapegoat
{W}
Instant
As an additional cost to play Scapegoat, sacrifice a creature.
Return any number of target creatures you control to their owner's
hand.

Seething Anger
{R}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell,
put it into your hand instead of your graveyard as part of the
spell's resolution.)#
Target creature gets +3/+0 until end of turn.

Serpent Warrior
{2}{B}
Creature -- Soldier
3/3
When Serpent Warrior comes into play, you lose 3 life.

Shaman en-Kor
{1}{W}
Creature -- Cleric
1/2
{0}: The next 1 damage that would be dealt to Shaman en-Kor this
turn is dealt to target creature you control instead.
{1}{W}: The next time a source would deal damage to target creature
this turn, that damage is dealt to Shaman en-Kor instead.

Shard Phoenix
{4}{R}
Creature -- Phoenix

2/2
Flying
{R}{R}{R}: Return Shard Phoenix from your graveyard to your hand.
Play this ability only during your upkeep.
Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each
creature without flying.

Shifting Wall
{X}
Artifact Creature —— Wall
0/0
#(Walls can't attack.)#
Shifting Wall comes into play with X +1/+1 counters on it.

Shock
{R}
Instant
Shock deals 2 damage to target creature or player.

Sift
{3}{U}
Sorcery
Draw three cards, then discard a card from your hand.

Silver Wyvern
{3}{U}{U}
Creature —— Drake
4/3
Flying
{U}: Change the target of target spell or ability with a single
target if that target is Silver Wyvern. The new target must be a
creature.

Skeleton Scavengers
{2}{B}
Creature —— Skeleton
0/0
Skeleton Scavengers comes into play with one +1/+1 counter on it.
Pay {1} for each +1/+1 counter on Skeleton Scavengers: Regenerate
Skeleton Scavengers. When it regenerates this way, put a +1/+1
counter on it.

Skyshroud Archer
{G}
Creature —— Elf
1/1
{T}: Target creature with flying gets −1/−1 until end of turn.

Skyshroud Falcon
{1}{W}
Creature —— Bird
1/1
Flying
Attacking doesn't cause Skyshroud Falcon to tap.

Skyshroud Troopers
{3}{G}
Creature -- Elf
3/3
{T}: Add {G} to your mana pool.

Sliver Queen
{W}{U}{B}{R}{G}
Creature -- Sliver Legend
7/7
{2}: Put a 1/1 colorless Sliver creature token into play.

Smite
{W}
Instant
Destroy target blocked creature.

Soltari Champion
{2}{W}
Creature -- Soldier
2/2
Shadow #(This creature may block or be blocked by only creatures
with shadow.)#
Whenever Soltari Champion attacks, all other creatures you control
get +1/+1 until end of turn.

Spike Breeder
{3}{G}
Creature -- Spike
0/0
Spike Breeder comes into play with three +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Breeder: Put a +1/+1 counter
on target creature.
{2}, Remove a +1/+1 counter from Spike Breeder: Put a 1/1 green
Spike creature token into play.

Spike Colony
{4}{G}
Creature -- Spike
0/0
Spike Colony comes into play with four +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Colony: Put a +1/+1 counter
on target creature.

Spike Feeder
{1}{G}{G}
Creature -- Spike
0/0
Spike Feeder comes into play with two +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter
on target creature.
Remove a +1/+1 counter from Spike Feeder: You gain 2 life.

Spike Soldier
{2}{G}{G}
Creature –– Spike
0/0
Spike Soldier comes into play with three +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Soldier: Put a +1/+1 counter on target creature.
Remove a +1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn.

Spike Worker
{2}{G}
Creature –– Spike
0/0
Spike Worker comes into play with two +1/+1 counters on it.
{2}, Remove a +1/+1 counter from Spike Worker: Put a +1/+1 counter on target creature.

Spindrift Drake
{U}
Creature –– Drake
2/1
Flying
At the beginning of your upkeep, sacrifice Spindrift Drake unless you pay {U}.

Spined Sliver
{R}{G}
Creature –– Sliver
2/2
Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.

Spined Wurm
{4}{G}
Creature –– Wurm
5/4

Spirit en–Kor
{3}{W}
Creature –– Spirit
2/2
Flying
{0}: The next 1 damage that would be dealt to Spirit en–Kor this turn is dealt to target creature you control instead.

Spitting Hydra
{3}{R}{R}
Creature –– Hydra
0/0
Spitting Hydra comes into play with four +1/+1 counters on it.
{1}{R}, Remove a +1/+1 counter from Spitting Hydra: Spitting Hydra deals 1 damage to target creature.

Stronghold Assassin
{1}{B}{B}
Creature —— Assassin
2/1
{T}, Sacrifice a creature: Destroy target nonblack creature.

Stronghold Taskmaster
{2}{B}{B}
Creature —— Minion
4/3
All other black creatures get –1/–1.

Sword of the Chosen
{2}
Legendary Artifact
{T}: Target Legend creature gets +2/+2 until end of turn.

Temper
{X}{1}{W}
Instant
Prevent the next X damage that would be dealt to target creature
this turn. For each 1 damage prevented this way, put a +1/+1 counter
on that creature.

Tempting Licid
{2}{G}
Creature —— Licid
2/2
{G}, {T}: Tempting Licid loses all abilities, becomes an enchant
creature enchanting target creature, and gains "All creatures able
to block enchanted creature do so" and "{G}: End the effect that
created this ability."

Thalakos Deceiver
{3}{U}
Creature —— Wizard
1/1
Shadow #(This creature may block or be blocked by only creatures
with shadow.)#
When Thalakos Deceiver attacks and is not blocked, you may sacrifice
it. If you do, gain control of target creature. #(This effect
doesn't end at end of turn.)#

Tidal Surge
{1}{U}
Sorcery
Tap up to three target creatures without flying.

Tidal Warrior
{U}
Creature —— Merfolk
1/1
{T}: Target land becomes an island until end of turn.

Torment
{1}{B}
Enchant Creature
Enchanted creature gets −3/−0.

Tortured Existence
{B}
Enchantment
{B}, Discard a creature card from your hand: Return target creature
card from your graveyard to your hand.

Venerable Monk
{2}{W}
Creature −− Cleric
2/2
When Venerable Monk comes into play, you gain 2 life.

Verdant Touch
{1}{G}
Sorcery
Buyback {3} #(If you pay an additional #{3}# as you play this spell,
put it into your hand instead of your graveyard as part of the
spell's resolution.)#
Target land becomes a 2/2 creature that's still a land. #(This
effect doesn't end at end of turn.)#

Victual Sliver
{G}{W}
Creature −− Sliver
2/2
All Slivers have "{2}, Sacrifice this creature: You gain 4 life."

Volrath's Gardens
{1}{G}
Enchantment
{2}, Tap an untapped creature you control: You gain 2 life. Play
this ability only any time you could play a sorcery.

Volrath's Laboratory
{5}
Artifact
As Volrath's Laboratory comes into play, choose a color and creature
type.
{5}, {T}: Put into play a 2/2 creature token of the chosen color and
type.

Volrath's Shapeshifter
{1}{U}{U}
Creature −− Shapeshifter
0/1
As long as the top card of your graveyard is a creature card,
Volrath's Shapeshifter is a copy of that card that has "{2}: Discard
a card from your hand."

{2}: Discard a card from your hand.

Volrath's Stronghold
Legendary Land
{T}: Add one colorless mana to your mana pool.
{1}{B}, {T}: Put target creature card from your graveyard on top of
your library.

Walking Dream
{3}{U}
Creature -- Illusion
3/3
Walking Dream is unblockable.
Walking Dream doesn't untap during your untap step if an opponent
controls two or more creatures.

Wall of Blossoms
{1}{G}
Creature -- Wall
0/4
#(Walls can't attack.)#
When Wall of Blossoms comes into play, draw a card.

Wall of Essence
{1}{W}
Creature -- Wall
0/4
#(Walls can't attack.)#
Whenever Wall of Essence is dealt combat damage, you gain that much
life.

Wall of Razors
{1}{R}
Creature -- Wall
4/1
#(Walls can't attack.)#
First strike

Wall of Souls
{1}{B}
Creature -- Wall
0/4
#(Walls can't attack.)#
Whenever Wall of Souls is dealt combat damage, it deals that much
damage to target opponent.

Wall of Tears
{1}{U}
Creature -- Wall
0/4
#(Walls can't attack.)#
Whenever Wall of Tears blocks a creature, return that creature to
its owner's hand at end of combat.

Warrior Angel
{4}{W}{W}
Creature —— Angel
3/4
Flying
Whenever Warrior Angel deals damage, you gain that much life.

Warrior en—Kor
{W}{W}
Creature —— Knight
2/2
{0}: The next 1 damage that would be dealt to Warrior en—Kor this turn is dealt to target creature you control instead.

Youthful Knight
{1}{W}
Creature —— Knight
2/1
First strike